

Automation of replacing path

1. Scenario

- read all .ass(Arnold Scene Source) files from root dir
- make backup
- rewrite them with proper path that Cyclo's working environment such as search path, texture path, etc.

2. How to use

- type the command below
- python /path/to/parse_ass_texture_path.py

3. What you have once it's done

- ~_backup.ass as same folder
- .txt that shows the list of all ass files that have changed
- print list of ASS FILENAME with path replaced line by line while it's working
- so please don't close terminal when it is working
- also please don't close terminal when it stops.
- you need to report the error message as it is(you can grab the screen shot)

```
=====
ASS FILENAME --> /Users/gojaehyeog/Documents/PY/parse_ass/parse_ass/table002/standin/table002.ass

###scene: /J:/show/school/assets/env/hyosan_roof/env/dev/maya/hyosan_roof_prop/Asset_scene/asset_scene_v001.mb
###scene: /J:/show/school/assets/env/hyosan_roof/env/dev/maya/hyosan_roof_prop/Asset_scene/asset_scene_v001.mb
texture_searchpath "J:/show/startup/seq/EP03/EP03_S052_0010/env/dev/maya/sourceimages"
procedural_searchpath "J:/show/startup/seq/EP03/EP03_S052_0010/env/dev/maya/"
filename "J:/show/startup/seq/EP03/EP03_S052_0010/env/dev/maya/images/asset_scene_v001.exr"
native_catalog_path "J:/usr/autodesk/maya2019/synColor"
custom_catalog_path "J:/home/w10095/maya/synColor/Shared/"
filename "J:/show/school/assets/env/hyosan_roof/env/dev/maya/hyosan_roof_prop/table002/texture/4k/tx/table002_diff1_1001.tx"
filename "J:/show/school/assets/env/hyosan_roof/env/dev/maya/hyosan_roof_prop/table002/texture/4k/tx/table002_roug1_1001.tx"
filename "J:/show/school/assets/env/hyosan_roof/env/dev/maya/hyosan_roof_prop/table002/texture/4k/tx/table002_meta1_1001.tx"
filename "J:/show/school/assets/env/hyosan_roof/env/dev/maya/hyosan_roof_prop/table002/texture/4k/tx/table002_norm1_1001.tx"
```

4. When everything goes well

You got message for you

Works DONE!! Great job Viet

5. Questions and Issues

- local path such as catalog_paths, both native and custom ones start with '/usr/' and '/home/w10095'
- 'w10095' seems employee id though

Please see attached below

```
color_manager_syncolor
{
  name defaultColorMgtGlobals
  native_catalog_path "/usr/autodesk/maya2019/synColor"
  custom_catalog_path "/home/w10095/maya/synColor/Shared/"
  rendering_color_space "scene-linear Rec 709/sRGB"
}
```

-some textures are not shown in .ass(please see attached)

*some of .png in the same asset dir seem to be used in Maya file itself.

However, there is no Maya ascii file so it is hard to read in terminal.

I may be able to write a script to do as same function as this script (just adding 'J:' in front of texture path not showing in .ass)

But I need to install same Maya version as yours first.

I can write it once I connect to yours but terms of time efficiency, it's good to do in local.



